

User betting history User Pot History

→ Maximum bet amount limit

→ Maximum winning amount limit BETA→ service desk Auto-LoginBilateral membership inquiry Auto-Login

→ user >

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tachyon tech

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API Guide

XT Basic API 1.19.8 OAS3[/developer/openapi.yaml](#)

This is a page where you can test the basic API. Since it is connected to real data, please test user creation, money payment, etc. carefully.

example code

You can use the provided CURL command by converting it to . , etc. at <https://curlconverter.com/> php python nodejs

CORS error

If an IP does not request "firewall exception" registration, a CORS error may occur.

Please connect to the "server IP" where the firewall exception was registered, or test it using the displayed CURL command.

"Setting the IPs allowed for API calls" and "Registering the firewall" are separate processes.

If "방화벽 등록" we "서비스 대스크" are registering/managing it manually, "서비스 대스크" please contact us through .

After completing the integration and testing, be sure to "Set the IP to allow API calls"

After completing the integration, be sure to register the IP that will call the API as a whitelist in "My Page" > "API Call Allowed IP Settings".

Required HTTP headers

All HTTP requests related to the use of the API must include the HTTP headers below.

name	value	example
Authorization	Bearer [받은 API KEY]	Authorization: Bearer x12oH8NypvMzi5CP59h0eyw1KbTd9Ht1RgnV7CAu
Accept	application/json	Accept: application/json
Content-Type	application/json	Content-Type: application/json

🔒 If there is an icon on the right Authorization, a header is required.

How to pass authentication information when testing

When testing on this page, 🔒 you can test by clicking the icon at the bottom right and entering the provided token to use.

error response

A normal result returns an HTTP Status Code, 200 and an abnormal situation 4xx returns an HTTP Status Code, and the parameter in which an error occurred and the error are displayed as shown in the example below.

```
{
  "errors": {
    "파라미터1": ["에러메시지"],
    "파라미터2": ["에러메시지"]
  }
}
```

Hangul encoding

All data, including all Korean characters and special characters, UTF-8 without BOM must be used. In particular, those developing on Windows servers should check this. If EUR-KR you request using encoding, normal service use may not be possible and may be blocked due to periodic errors.

time zone

The time zone of this API service uses Coordinated Universal Time (UTC), and you must add +9 hours to view it in Korean time (Asia/Seoul). Conversely, to search, you must set the time to -9 hours in Korean time.

Developer confirmation information when using AsiaGaming/DreamGaming/WM Live

AsiaGaming/DreamGaming/WM Live allows you to "cancel" your bet after placing your chips but before the betting time ends. Therefore, we recommend that you test the contents below before proceeding with opening.

Precautions when implementing

In the case of AsiaGaming/DreamGaming/WM Live, users can cancel before the end of a round, and betting is possible 10 seconds after cancellation.

Transactions are processed in the following manner, and you must check whether they are processed properly.

- If the result is processed after a normal bet: 1-Bet - Win 1-Bet - Cancel: There should be no problem in the above case.
- If the result is processed after multiple bets in the "same round" ((i) is one processing bundle) 2-1. (Bet - Bet - Win) 2-2. (Bet - Bet - Cancel): You can bet more than two times in one round, and the result will be delivered once. In this case, for Win and Cancel, the result of the previous two bets is delivered at once to the final processing. Example) 2-1: 1.000 (player) + 1.000 (player pair): Winning prize "4,000" WIN transaction is delivered only once. 2-2: 1.000 (player) + 1.000 (player pair): The canceled amount "2,000" is sent only once in the cancel transaction. + Here, referer_id of the cancel/win transaction refers to the very first Bet.
- If the result is processed after repeating betting and cancellation in the "same round" ((i) is one processing bundle) 3-1. (Bet - Cancel) - (Bet - Win) 3-2. (Bet - Cancel) - (Bet - Cancel) ... Bet-cancel-bet-cancel can be repeated in one round, and canceled bets do not affect future bets and results. (There is a 10-second waiting time between cancellation and the next bet, and each round has 50 seconds of betting time, so in theory, you can cancel up to 5 times.)

Type: promo_win

It is paid when you win a promotional event held by the game company.

You can check information about the event by leaving the transaction ID and game company information at the service desk.

Type: For adjust , charge

These types rarely occur, or there are no game companies that actually use them, but since it is a part that has been forcibly requested by top vendors to be implemented, we have left a guide, and we plan to update the document as related cases are collected.

Type: exceed_creditThis type is a statement deducted by the amount set as "Maximum winning amount limit", so if you are using a transfer, you can ignore this statement. However, if there is additional processing for the winnings, exceed_credit the type refers to the winning transaction deducted by referer_id, so you can use this to check the details.

Update history

▶ View detailed update history

API development flow

- Receive an API KEY.
- Add API KEY and header information /my-info and call to check whether your account information is loaded properly.
- /game-list Check the value vendor using the API. game_id
- /game-launch-link Use to get the game execution link. (If there is no user, it is automatically created.)
- If you want to access the game directly /game-list , or if you want to access the lobby where the game is listed, get /lobby-list the connection value through id 5-1. When using "Transfer", /user/add-balance the user's money is added using . 5-2. Please implement an expandable API when using "seamless".

Servers

<https://api.honorlink.org/api> - Evolution API Server[Authorize](#)

agent Agent information inquiry API

GET

/my-info Agent's personal information inquiry

URL: [/my-info](#)

Returns the agent's own information.

Parameters

[Try it out](#)

No parameters

Responses

Code Description

[Links](#)

200

agent information

[No links](#)

Media type

[application/json](#)

Content header: [Accept](#)

Example Value |

```
{  
    "id": 1,  
    "type": "유저",  
    "username": "testAgent",  
    "nickname": "테스트에이전트",  
    "callback_url": "http://callback_url.com",  
    "balance": 10000,  
    "created_at": "2021-07-03T15:16:53.000000Z"  
}
```

user User creation/search API

POST

/user/create Create new user

URL: [/user/create](#)

Creates a new user and returns information about the created user. Please be careful when testing because the user who made the transaction is linked to the data and cannot be deleted.

Username and nickname support Korean, but it is recommended to use a combination of English letters and numbers. Also, you must use **UTF-8** encoding (especially when developing on a Windows server), and if you create it with **EUC-KR** encoding, it may not be created, or even if created, it may be **deleted or blocked without warning**, so be sure to be aware of this. wish.

Parameters

[Try it out](#)

Name Description

username

User ID

* required

The ID must be a string of at least 3 characters.

string

(query) ID is not case sensitive. For example, ID [abcd1234](#) and [ABCD1234](#) means the same user.

If the user's affiliated agent is different, IDs may overlap. For example, [asdf1234](#) If Agent A has a sub-user with the ID, Agent B [asdf1234](#) can also have a sub-user with the ID.

username

nickname

The user's nickname that will be displayed in the game

string

(query) The nickname must be a string of at least 3 characters.

If you do not enter a nickname, your ID will be displayed instead.

nickname

Responses

Code Description

[Links](#)

200

User information response

country and currency_code are entered as 'KOR' and 'KRW' by default.

Please refer to the response values in the Responses area below.

The ID in the first line is a unique ID created when a user connects, and username refers to the user's ID.

Media type

[application/json](#)

Content header: [Accept](#)

Example Value |

```
{  
    "id": 1,  
    "username": "test123",  
    "nickname": "test123",  
    "country": "KOR",  
    "currency_code": "KRW",  
    "token": null,  
    "balance": 0,  
    "point": 0,  
    "created_at": "2021-07-03T15:16:53.000000Z",  
    "updated_at": "2021-07-03T15:16:53.000000Z",  
    "last_access_at": null,  
    "agent_id": 1  
}
```

422

Invalid Username error (duplicate, not found)

[No links](#)

Media type

[application/json](#)

Examples

[error](#)

Example Value |

{

`message": "The given data was invalid.",
 "errors": {
 "username": [
 "선택된 username은(는) 허용하지 않습니다."
]
 }
}`

PATCH /user/refresh-token Issuance of tokens for game/lobby access

GET /user User information inquiry

URL: /user
 Returns information about a specific user.

주의 The user's information is cached information and is not real-time. When managing money, "be sure to" check the response values of /user/add-balance , /user/sub-balance-all , and /sub-balance .
Excessive requests to the API may result in blocking, so please make only one request per second from the same user.

Parameters

Name Description

username User ID
 * required
 string ID is not case sensitive. For example, ID abc1234 and ABCD1234 means the same user.
 (query) username

Responses

Code	Description	Links
200	User information response country and currency_code are entered as 'KOR' and 'KRW' by default. Please refer to the response values in the Responses area below. The ID in the first line is a unique ID created when a user connects, and username refers to the user's ID.	No links
422	Invalid Username error (duplicate, not found)	No links

Media type Examples
 application/json success
 Content header Accept

Example Value |

```
{
  "id": 1,
  "username": "test123",
  "nickname": "test123",
  "country": "KOR",
  "currency_code": "KRW",
  "token": null,
  "balance": 0,
  "point": 0,
  "created_at": "2021-07-03T15:16:53.000000Z",
  "updated_at": "2021-07-03T15:16:53.000000Z",
  "last_access_at": null,
  "agent_id": 1
}
```

Media type Examples
 application/json error
 Content header Accept

Example Value |

```
{
  "message": "The given data was invalid.",
  "errors": {
    "username": [
      "선택된 username은(는) 허용하지 않습니다."
    ]
  }
}
```

GET /user-list Direct user list inquiry

URL: /user-list
 Returns a list of direct users.

주의 The user's information is cached information and is not real-time. When managing money, "be sure to" check the response values of /user/add-balance , /user/sub-balance-all , and /sub-balance .

Parameters

Name Description

No parameters

Responses

Code	Description	Links
200	User list	No links

Media type Examples
 application/json
 Content header Accept

Example Value |

```
[
  {
    "id": 1,
    "username": "test123",
    "nickname": "test123",
    "token": null,
    "balance": 0,
    "last_access_at": null
  },
  {
    "id": 2,
    "username": "test1234",
    "nickname": "test1234",
    "token": null,
    "balance": 0,
    "last_access_at": null
  }
]
```

Game information inquiry Game list/lobby list query API

GET /game-list Game list search

URL: [/game-list](#)

Returns a list of currently supported games. **ID** Gets the and default thumbnail image addresses used when accessing the game .

The game ID is a unique value that does not change.

rank is provided when the game company provides a ranking for each game. If it is null, the rank is lower than the value with a rank.

Parameters

[Try it out](#)

Name Description

vendor

* required Game vendors (please check the demo page for vendors currently in service)

(query) Supported vendors, [evolution](#) , [EVOPLAY](#) , [PragmaticPlay](#) , [Boongo](#) , [Habanero](#) , [bota](#) , [netent](#) , [redtiger](#) , [DreamGame](#) , [WM Live](#) , [Wazdan](#) , [Relax Gaming](#) , [PragmaticPlay Live](#) , [Triple Profit Gaming](#) , [PlayStar](#) , [BigTimeGaming](#) , [PlaySon](#) , [Thunderkick](#) , [Nolimit City](#) , [Mobileots](#) , [PlayPearls](#) , [Dragoon Soft](#) , [Betgames.tv](#) , [Skywind Live](#) , [iX2 Gaming](#) , [Elk Studios](#) , [Asia Gaming](#) , [PG Soft](#) , [dowinn](#) , [MicroGaming Plus](#) , [Slo iconixviator](#) , [intouch-games](#) , [bfgames](#) , [popon](#) , [vir2al](#) , [dreantech](#) , [onetouch-live](#) , [caletagaming](#) , [absolute](#) , [7-mojos](#) , [7-mojos-slots](#) , [platipus](#) , [mancala](#) , [retrogames](#) , [spinomenal](#) , [filis](#) , [liw](#) , [inrace](#) , [smartsoft](#) , [platingaming](#) , [7777](#) , [eagaming](#) , [galaxsys](#) , [vivo](#) , [globalbet](#) , [ezugi gamedaddy](#) , [PlayNGo](#) , [Hacksaw](#) , [Novomatic](#)

Vendors that do not return WIN 0) [onetouch](#)

vendor

Responses

Code Description

[Links](#)

200 game list

[No links](#)

Media type

[application/json](#)

Examples

[success](#)

Controls header [Accept](#)

Example Value

```
[  
  {  
    "title": "Roulette Royal",  
    "type": "casino",  
    "id": 1000,  
    "vendor": "evolution",  
    "thumbnail": "https://thumbnail.domain.com/thumbnail.png",  
    "thumbnails": {  
      "300x300": "https://thumbnail.domain.com/thumbnail.png"  
    },  
    "rank": 1,  
    "langs": {  
      "ko": "로열 룰렛"  
    }  
  }  
]
```

GET /lobby-list Lobby list inquiry

[^](#) [lock](#)

URL: [/lobby-list](#)

Returns a list of all lobbies. Get the ID used when accessing the lobby and the address of the thumbnail image provided by default.

Parameters

[Try it out](#)

No parameters

Responses

Code Description

[Links](#)

200 lobby list

[No links](#)

Media type

[application/json](#)

Examples

[success](#)

Controls header [Accept](#)

Example Value

```
[  
  {  
    "title": "evolution lobby",  
    "type": "lobby",  
    "id": "evolution_lobby_id",  
    "provider": "IX",  
    "thumbnail": "https://thumbnail.domain.com/thumbnail.png",  
    "thumbnails": {  
      "300x300": "https://thumbnail.domain.com/thumbnail.png"  
    }  
  }  
]
```

Game access API API for accessing casino lobbies and games

[^](#) [lock](#)

GET /game-launch-link Integrated game execution API

[^](#) [lock](#)

URL: [/game-launch-link](#)

Automatically creates a user, issues a game launch token, and returns a link to launch the game.

If a new user has been created, is **userCreate** displayed **true** .

Parameters

Name **Description**

username ▲ required User ID
string ID is not case sensitive. For example, ID `abcd1234` and `ABCD1234` means the same user.
(query)

nickname The user's nickname that will be displayed in the game
string The nickname must be a string of at least 3 characters.
(query) If you do not enter a nickname, your ID will be displayed instead.

game_id ▲ required ID received from /game-list, /lobby-list API
(query)

vendor ▲ required Game vendors (please check the demo page for vendors currently in service)
(query) Supported vendors: `evolution` . `EVOPLAY` . `PragmaticPlay` . `Boongo` . `Habanero` . `bota` . . `netent` . `redtiger` . `DreamGame` . . `WM Live` . `Wazdan` . `Relax Gaming` . `PlayStar` . `BigTimeGaming` . `PlaySon` . `Thunderkick` . `NoLimit City` . `Mobilots` . `PlayPearls` . `Dragoon soft` . `Blueprint` . `GameArt` . `CQ9` . `Betgames.tv` . `Skywind Live` . `1X2 Gaming` . `Elk Studios` . `Asia Gaming` . `PG Soft` . `dowin` . `MicroGaming Plus` . `Microgaming Plus Slo` . `iconxiator` . `intouch-games` . `bfgames` . `popok` . `virzal` . `dreamtech` . `onetouch-live` . `caletagaming` . `absolute` . `7-mojos-slots` . `platipus` . `mancala` . `retrogames` . `spinomenal` . `fils` . `liw` . `inrace` . `smartsoft` . `platingaming` . `7777` . `eagaming` . `galaxsys` . `vivo` . `globalbet` . `ezugi gamemadda` . `PlayNGo` . `Hacksaw` . `Novomatic`

Vendors that do not return WIN 0) `onetouch`

Skin number [Evolution only] When running the game, you can select skins by price. You can check the price for each skin at "Service Desk" > "Frequently Asked Questions" > "Maximum and Minimum Price for Each Table by Skin"
(query)

Responses

Code	Description	Links
200	Link response to access the game	No links
422	Invalid Username error (duplicate, not found)	No links

Media type ▼
 Content header ▼

Example Value |

Media type ▼ Examples ▼

Example Value |

Money conversion API

마니 천환형 (Transfer) 마니 통합형 When implementing user money and deduction API wallet, refer to the integrated API item.

POST `/user/add-balance` User money payment

URL: `/user/add-balance`

The agent's money is paid to the user according to the amount entered. If the agent's balance is insufficient, charging will not occur, and a "insufficient balance" warning window will appear on the user's screen.

The API can be requested once per second per user.

Parameters

Name **Description**

username ▲ required User ID
string ID is not case sensitive. For example, ID `abcd1234` and `ABCD1234` means the same user.
(query)

amount ▲ required Amount of money to pay (minimum: 1)
number

Try it out

Responses

Code	Description	Links
200	Information on the conversion amount when money is paid out, the amount of balance transferred to the casino game, and the unique ID of the transaction	No links
403	Respond when the agent's balance is low	No links
429	When a user requests more than once per second	No links

Medatype

Controls header:

Example Value |

```
{
  "username": "test",
  "balance": 1000,
  "amount": 1000,
  "transaction_id": 1
}
```

Medatype

Controls header:

Example Value |

```
{
  "message": "에이전트의 잔고가 부족합니다."
}
```

Medatype

Controls header:

Example Value |

```
{
  "message": "짧은 시간내 너무 많은 요청 시도가 발생했습니다. 1초 후 다시 시도해 주세요."
}
```

POST /user/sub-balance-all Bulk recovery of user money ^ 

URL: /user/sub-balance-all

All of the user's money is recovered and paid to the agent.

The API can be requested once per second per user.

Parameters Try it out

Name	Description
username * required	User ID string (query) <input type="text" value="username"/>

Responses

Code	Description	Links
200	When transferring money from Evolution to the site, the amount deducted (<code>amount</code>) casino money balance (-1000 won) and the corresponding transaction unique ID	No links
429	When a user requests more than once per second	No links

Medatype

Controls header:

Example Value |

```
{
  "username": "test1",
  "balance": 0,
  "amount": -1000,
  "transaction_id": 1
}
```

Medatype

Controls header:

Example Value |

```
{
  "message": "짧은 시간내 너무 많은 요청 시도가 발생했습니다. 1초 후 다시 시도해 주세요."
}
```

POST /user/sub-balance User money recovery ^ 

URL: /user/sub-balance

The user's money is recovered according to the entered amount and paid to the agent.

The API can be requested once per second per user.

Parameters Try it out

Name	Description
username * required	User ID string (query) <input type="text" value="username"/>

username

amount Amount of money to be deducted (minimum value: 1)
* required

number
(query)

Responses

Code	Description	Links
200	When transferring money from Evolution to the site, the amount deducted (<code>amount</code>) casino money balance and the corresponding transaction unique ID	No links
429	When a user requests more than once per second	No links

Media type
`application/json`

Content header: `Accept`

Example Value |

```
{
  "username": "test1",
  "balance": 9000,
  "amount": -1000,
  "transaction_id": 1
}
```

Media type
`application/json`

Example Value |

```
{
  "message": "짧은 시간에 너무 많은 요청 시도가 발생했습니다. 1초 후 다시 시도해 주세요."
}
```

transaction ※ A minimum delay is required between each transaction (betting history) inquiry API request. If you do not follow this, your IP may be blocked arbitrarily.

GET /transactions Integrated transaction inquiry

URL: `/transactions`

[Caution] The search period for periodic calls 1시간 이내 must be set to .

If data is called every minute for 4 to 6 hours, unnecessary traffic and load will be placed on the server. Be sure to keep this in mind, and if you do not follow it, your API may be restricted.

- `[!update!]` external.detail appears the same for "BET" and "WIN". However, the external.detail details will not be displayed in "WIN" in the future.
- The contents of external.detail may be provided differently depending on the game company. Forms for each game are not provided separately, so please check the game you wish to use after placing your bet.
- Details/games for which no details are provided `null` are provided externally.
- Details containing all user bets/win and recharge/exchange details are returned.
- All `id` values are unique, and `id` if the values are different, it is a different transaction.

BET-WIN relationship

[Recommended] In case of one-to-many (1:n) (or n:m) relationship

`transaction[details][game][id]` `transaction[details][game][round]` A BET-WIN relationship can be associated through a combination of and . Example) Slots, Hold'em, Dream Casino, Bota Casino, etc.

[Not recommended] In case of one-to-one (1:1) relationship

`type` You can associate a BET-WIN relationship through this `win` in-transaction. `transaction[referer_id]` Example) Only evolution betting applies

Detailed information storage information

Details will be kept for at least **7 days** and will be deleted after **14 days**. If you need to view more details than this, please save and use them separately.

Parameters

Try it out

Name	Description
start * required	YYYY-MM-DD hh:ii:ss (Based on UTC+0: Korean time -9 hours, searchable after 'today - 14th')
string (query)	<code>start</code>
end * required	YYYY-MM-DD hh:ii:ss (UTC+0: -9 hours Korean time)
string (query)	<code>end</code>
page * required	current page
integer (query)	<code>page</code>
perPage * required	Number of displays per page (up to 1000)
integer (query)	Default value : 100 <code>100</code>
withDetails	If betting details are required, send them together (false 0 / true 1)
integer (query)	<code>withDetails</code>
order string (query)	Select a search sort. Possible values ('asc', 'desc')
	<code>order</code>

Responses

Code	Description	Links
200	View integrated transactions.	No links

Media type Examples
application/json transactions
Content header: Accept

Example Value |

```
{  
  "data": [  
    {  
      "id": 1,  
      "type": "bet",  
      "amount": -5000,  
      "before": 50000,  
      "status": "success",  
      "details": {  
        "game": {  
          "id": "16180",  
          "type": "baccarat",  
          "round": "11309452568",  
          "title": "Speed Baccarat 3",  
          "vendor": "evolution"  
        }  
      },  
      "processed_at": "2021-08-03T09:50:30.000000Z",  
      "referer_id": null,  
      "created_at": "2021-08-03T09:50:30.000000Z",  
      "user": {  
        "id": 1,  
        "name": "John Doe",  
        "email": "john.doe@example.com",  
        "password": "Secure123",  
        "salt": "4567890123456789",  
        "role": "user",  
        "status": "active",  
        "last_login": "2021-08-03T09:50:30.000000Z",  
        "ip_address": "192.168.1.100",  
        "device": "Laptop",  
        "os": "Windows 10",  
        "browser": "Chrome",  
        "version": "90.0.4480.89",  
        "language": "en-US",  
        "country": "United States",  
        "city": "New York",  
        "zip": "10001",  
        "lat": 40.7128, "lon": -74.0060  
      }  
    }  
  ]  
}
```

429

If a request is made longer than the specified call interval, error 429 is returned.

No links

Media type Examples
application/json TooManyRequest

Example Value |

```
{  
  "message": "[Too Many Request]지정된 요청 간격 이상으로 API를 호출 하실 수 없습니다."  
}
```

INVALID (-)